Charles Yoon

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github.com/CharlesYoon

Education

University of Illinois at Urbana-Champaign
- Bachelor of Science in **Computer Science**, Overall GPA: 3.64
- Classes Taken: Systems Programming, Statistics and Probability, Intro to Machine Learning, Data Structures, Software Studios

Northwestern University (2018 - 2020)

Technical Skills

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Best to Worst (Fluency)

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- Languages: C++, Java, Python, Objective-C, Swift
- Databases: MySQL, MongoDB
- Frameworks: Flask, Django, Android, Xcode, Git, SVN

Experience

- **M4Jam** - Software Engineering Intern (June 2017 - August 2017) Cape Town, SA
  - A micro-job processing company that gives people money for little tasks that local/national companies need
  - Designed an IOS application to increase accessibility to the interface
  - Partnered with local companies in needs of employment setting priority to individuals in need of job
- **Illini Internet of Things Association -** Chair Member of Software Engineering (February 2017 - Present)
  - Partnered with major companies and professors at the University of Illinois Urbana-Champaign
  - Working on Proctor Augmentation and Cheating Detection in the Computer Based Testing Facility through integration of facial detection
  - Other Projects: Smart Lighting for Dorm Rooms and Google Home skills to automate delivery of electronic parts from a supplier
- **CS 173 Teacher's Assistant**- Discrete Structures (September 2017 - Present)

Projects

SPLIT   (Bill Splitting Application)
- Splits the bill with a group of people without the need of a slow and tedious calculation for both the waiter/waitress and customers
- Through Optical Character Recognition (OCR), it separates the courses and the prices and the user could assign which meals were whose

Pusheen Destroyer (Game Application)
- Game that uses touch input to directs cute missiles to oncoming enemies
- Perpetual as the game progresses, more enemies are produced as well as the game speed and passing by enemies result in losing lives

Extracurricular, Leadership, and Volunteer Work

Math Team (September 2013 - May 2016) *Vice President*
- Competitive in IHSA (Illinois High School Association) organizing events to help students explore challenging math problems
- Team competed against a hundred other high schools and have placed 8th, 7th, and 10th

Honors and Awards

- 2014 placed 10th in ICTM (Premier Organization of Mathematics Educators in Illinois) competition
- Reflection Projections 3rd place winners (AI competition)
  - Used Unity to develop a team to annihilate opposing teams
  - Created a chess-like strategy to win and execution of code amongst a team of four